

TRANSMITTAL FORM

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First Named Inventor	James Morrow
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Examiner Name	THOMAS, Eric M.
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ENCLOSURES (check all that apply)

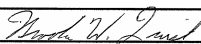
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Remarks

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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Application of:	James Morrow, et al.	Examiner:	Thomas, Eric M.
Application No.:	09/967,221	Group Art Unit:	3714
Filing Date:	September 28, 2001	Confirmation No.	7155
Appeal Brief Date:	May 12, 2010	Docket No.	83336.0519
Title:	INTEGRATED DISPLAY AND INPUT SYSTEM	Customer No.	66880

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RESPONSE TO NOTICE OF NON-COMPLIANT APPEAL BRIEF

Applicants received a Notice of Non-Compliant Appeal Brief which was mailed on May 12, 2010. The Notice explained that the Summary of Claimed Subject Matter section did not include and map independent claim 16 to the specification by page and line number. The Notice further stated that the entire corrected brief should not be resubmitted, but only the corrected Summary of Claimed Subject Matter section. Applicants confirmed with the Appeals division by telephone that only the corrected Summary of Claimed Subject Matter section should be submitted, along with a cover letter.

Applicants hereby submit the corrected Summary of Claimed Subject Matter section, which now includes and maps independent claim 16 to the specification by page and line number.

(v) SUMMARY OF CLAIMED SUBJECT MATTER

Independent Claim 1:

A display and input system for integrating service and system functions with gaming functions via a display screen of a gaming device (p. 8, ll. 4 -19, FIG. 1: 10, 40 and 50) the gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1, 80 and 90); the display and input system comprising:

a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and participate in the wagering game through the display screen (p. 8, ll. 20-23, FIG. 1: 30 and 70);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from a system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform, and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2, FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23).

Independent Claim 16:

A display and input system for integrating service and system functions with gaming functions via a display screen of a gaming device within a gaming system (p. 8, ll. 4 -19, FIG. 1: 10, 40 and 50), the gaming system including a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18); a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1, 80 and 90); and a network interface for connecting the gaming device to the system network (p. 9, l. 27 – p. 10, l. 6; FIG. 1: 16); the display and input system comprising:

a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and participate in the wagering game through the display screen (p. 8, ll. 20-23, FIG. 1: 30 and 70);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform, and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2, FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 l– p. 18, l, 23).

Independent Claim 41:

A display and input system for integrating service and system functions with gaming functions via a display screen of a gaming device (p. 8, ll.4 -19, FIG. 1: 10, 40 and 50), the gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1, 80 and 90); wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game (p. 9, ll. 5-8; p. 10, ll. 15-17); and wherein the additional processor runs a game display process that includes an audiovisual functionality necessary to generate a wagering game (p. 9, ll. 15-18) the display and input system comprising:

a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and participate in the wagering game through the display screen (p. 8, ll. 20-23, FIG. 1: 30 and 70);

a systems interface produced by a systems logic process and that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform, and wherein the systems interface allows requests

to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2, FIG. 1: 20);

wherein the additional processor of the gaming platform runs the systems logic process that provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-14); and

wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-13);

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23);

a converter card enabling the additional processor to communicate with the systems interface and a system network (p. 5, ll. 13-19, FIG. 1: 100);

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor (p. 13, ll. 5-9, FIG. 1: 110); and

calibration software that enables the additional processor to calibrate the display of system information on the display screen (p. 3, ll. 22-24).

Independent Claim 42:

A display and input system for integrating service and system functions with gaming functions via a display screen of a gaming device within a gaming system, the gaming system including a system network containing system information (p. 8, ll.4 -19; FIG. 1: 10, 40 and 50); a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90); wherein either the at least one processor or the additional processor runs a game logic process that includes the game rules necessary to generate a wagering game (p. 9, ll. 5-8; p. 10, ll. 15-17); and wherein the additional processor runs a game display process that includes audiovisual functionality necessary to generate a wagering game (p. 9, ll. 15-18); and a network interface for connecting the gaming device to the system network (p. 9, l. 27 – p. 10, l. 6; FIG. 1: 16); the display and input system comprising:

a gaming interface incorporated within the display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display

screen and participate in the wagering game through the display screen (p. 8, ll. 20-23, FIG. 1: 30 and 70);

a systems interface produced by a systems logic process and that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to the non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; FIG. 1: 20);

wherein the additional processor of the gaming platform runs the systems logic process that provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-14); and

wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-13);

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23);

a converter card that enables the additional processor to communicate with the systems interface and the system network (p. 5, ll. 13-19; FIG. 1: 100);

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor (p. 13, ll. 5-9; FIG. 1: 110); and

calibration software that enables the additional processor to calibrate the display of system information on the display screen (p. 3, ll. 22-24).

Independent Claim 43:

A gaming system for integrating gaming functions and system functions via a display screen of a gaming platform in a gaming device (p. 8, ll.4 -19, FIG. 1: 10, 40, 50 and 70), the gaming system comprising:

a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);

a network interface for connecting a gaming device to the system network (p. 9, l. 27 – p. 10, l. 6, FIG. 1: 16);

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the

display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23).

Independent Claim 68:

A gaming device having a display screen and a card reader (p.8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 40, 50 and 60), the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein a plurality of processors support hard real time processing tasks, and an additional processor supports a graphic user interface (p. 9, ll. 3-25, FIG. 1: 50, 80 and 90);

wherein the plurality of processors run hard real time tasks related to controlling game peripherals (p. 9, ll. 3-14);

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-12); and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-14); and

a gaming interface produced by the game logic process and the game display process, that is viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game (p. 8, ll. 20-23, FIG. 1: 30); and

a systems interface produced by the systems logic process that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to

non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 8, l. 26 – p. 9, l. 2; FIG. 1: 20), and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23).

Independent Claim 69:

A gaming device having a display screen and a card reader (p.8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 40, 50 and 60), the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90);

wherein the at least one processor runs a game logic process that includes the game rules necessary to generate a wagering game (p. 10, ll. 17-20);

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-12); and

wherein the additional processor also runs a game display process that includes audiovisual functionality necessary to generate the wagering game, wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-14); and

a gaming interface produced by the game logic process and the game display process, that is viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game (p. 8, ll. 20-23, FIG. 1: 30); and

a systems interface produced by the systems logic process that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 8, l. 26 – p. 9, l. 2; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23).

Independent Claim 83:

A gaming system for integrating gaming functions and system functions into a display screen in a gaming device (p. 8, ll. 4 -19, FIG. 1: 10, 40 and 50), the gaming system comprising:
a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);
a gaming device utilizing a multiple processor gaming platform, wherein a plurality of processors support hard real time processing tasks, and an additional processor supports a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90); and

wherein the plurality of processors run hard real time tasks related to controlling game peripherals (p. 9, ll. 3-14);

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-12); and

wherein the additional processor also runs a game display process and a game logic process that together manage all game control necessary to generate a wagering game, wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-14);

a network interface for connecting the gaming device to the system network (p. 9, l. 27 – p. 10, l. 6; FIG. 1: 16);

a gaming interface produced by the game logic process and the game display process, viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game (p. 8, ll. 20-23, FIG. 1: 30); and

a systems interface produced by the systems logic process that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 l – p. 18, l. 23).

Independent Claim 84:

A gaming system for integrating gaming functions and system functions into a display

screen in a gaming device (p. 8, ll.4 -19, FIG. 1: 10, 40 and 50), the gaming system comprising:

a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90);

wherein the at least one processor runs a game logic process that includes the game rules necessary to generate a wagering game (p. 10, ll. 17-20);

wherein the additional processor runs a systems logic process that provides access to non-gaming system information on a system network through the gaming platform via the gaming interface display screen of the gaming platform (p. 10, ll. 9-12); and

wherein the additional processor also runs game display process that includes audiovisual functionality necessary to generate the wagering game, wherein the systems logic process is maintained as a separate process from the game display process (p. 10, ll. 12-14);

a network interface for connecting the gaming device to the system network (p. 9, l. 27 – p. 10, l. 6; FIG. 1: 16);

a gaming interface produced by the game logic process and the game display process, viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to participate in the wagering game (p. 8, ll. 20-23, FIG. 1: 30); and

a systems interface produced by the systems logic process that is viewable on the gaming interface display screen of the gaming platform, wherein the systems interface provides access to non-gaming system information on the system network through the gaming platform via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23).

Independent Claim 100:

A gaming device having a display screen and a card reader (p.8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 40, 50 and 60), the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one

processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90); and

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23).

Independent Claim 101:

A gaming system for integrating gaming functions and system functions into a display screen in a gaming device (p. 8, ll.4 -19, FIG. 1: 10, 40 and 50), the gaming system comprising:

a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90);

a network interface for connecting the gaming device to the system network (p. 9, l. 27 – p. 10, l. 6; FIG. 1: 16);

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface

display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23).

Independent Claim 102:

A gaming device having a display screen and a card reader (p.8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 40, 50 and 60), the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90);

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20);

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23);

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network (p. 11, l. 19 – p. 12, l. 8);

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor (p. 13, ll. 5-9, FIG. 1: 110); and

calibration software that enables the additional processor to calibrate the display of system information on the display screen (p. 3, ll. 22-24).

Independent Claim 114:

A gaming system for integrating gaming functions and system functions into a display screen in a gaming device (p. 8, ll. 4-19, FIG. 1, 10, 40 and 50), the gaming system comprising:
a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);
a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90);

a network interface for connecting the gaming device to the system network (p. 9, l. 27 – p. 10, l. 6; FIG. 1: 16);

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen, and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20);

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23);

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network (p. 11, l. 19 – p. 12, l. 8);

a Y adapter that enables communication between the display screen and both the at least one processor and the additional processor (p. 13, ll. 5-9, FIG. 1: 110); and

calibration software that enables the additional processor to calibrate the display of system information on the display screen (p. 3, ll. 22-24).

Independent Claim 135:

A gaming system for integrating gaming functions and system functions into a display screen in a gaming device (p. 8, ll. 4-19, FIG. 1: 10, 40 and 50), the gaming system comprising:
a system network containing system information (p. 3, l. 20; p. 8, ll. 6-10; FIG. 1: 18);
a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1:P 80 and 90), and wherein the gaming device connects directly to the system network (p. 5, ll. 24-25);

a gaming interface incorporated into the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a systems interface incorporated into the gaming interface display screen of the gaming platform, wherein the systems interface displays non-gaming system information from the system network through the gaming platform to a casino player or employee via the gaming interface display screen of the gaming platform; and wherein the systems interface allows requests to be input into the system network from the systems interface through the gaming platform by a casino player or employee (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20);

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 l– p. 18, l. 23); and

a game monitoring unit having a converter card that utilizes I2C hardware and signaling, wherein the converter card enables the additional processor to communicate with the systems interface and the system network (p. 11, l. 19 – p. 12, l. 8).

Independent Claim 136:

A gaming device having a display screen and a card reader (p.8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 40, 50 and 60), the gaming device comprising:

a gaming device utilizing a multiple processor gaming platform, wherein at least one processor is capable of hard real time processing, and an additional processor is capable of supporting a graphic user interface (p. 9, ll. 3-25, FIG. 1: 80 and 90); and

a gaming interface that is viewable on the gaming interface display screen of the gaming platform, wherein the gaming interface enables a player to view a wagering game through the display screen and wherein the gaming interface enables a player to participate in a wagering game (p. 8, ll. 20-23, FIG. 1: 30);

a player services interface, wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader activates the player services interface on the gaming interface display screen of the gaming platform which provides a player access to service features (p. 5, ll. 4-12; p. 16, ll. 30-32; FIG. 6: 20); and

an employee systems interface, wherein insertion of an authorized employee identification card, on which only identification data is embedded, into the card reader activates the employee systems interface on the gaming interface display screen of the gaming platform which provides an employee access to non-gaming system information through the gaming platform via the gaming interface display screen of the gaming platform (p. 5, ll. 4-12; p. 6, ll. 8-11; FIG. 7: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23).

Independent Claim 137:

A method of integrating gaming functions and system functions into a display screen of a gaming platform in a gaming device (p. 6, ll. 12-26; FIG. 1: 40, 50 and 70), wherein the gaming device includes a card reader (p. 8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 50 and 60), the method comprising:

generating a wagering game via a gaming interface by running a game logic process that includes the game rules necessary to generate the wagering game (p. 6, ll. 14-16; p. 10, ll. 15-17), and by running a game display process that includes audiovisual functionality necessary to generate a wagering game and that writes to the gaming interface display screen of the gaming platform in the gaming device (p. 6, ll. 16-18; p. 10, ll. 9-14);

displaying the wagering game on the display screen (p. 6, ll. 4-6; p. 10, ll. 5-8; FIG. 1: 40);

enabling a player to interact with the wagering game through the gaming interface that is incorporated into the gaming interface display screen of the gaming platform (p. 8, ll. 20-23, FIG. 1: 30);

generating a systems interface by running a systems logic process that provides access to non-gaming system information on a system network through the gaming platform and that writes to the gaming interface display screen of the gaming platform, wherein the systems logic process is maintained as a separate process from the game display process (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20); and

enabling activation of the systems interface, wherein insertion of an authorized identification card, upon which only identification data is embedded, into the card reader activates the systems interface in the gaming interface display screen of the gaming platform which provides access to non-gaming system information in a system network through the gaming platform (p. 5, ll. 4-12; p. 16, ll. 8-11 and 30-32; FIG. 6, 20 and FIG. 7: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23).

Independent Claim 138:

A method of integrating gaming functions and system functions into a display screen of a gaming platform in a gaming device (p. 6, ll. 12-26; FIG. 1: 40, 50 and 70), wherein the gaming device includes a card reader (p. 8, l. 7; p. 11, l. 30 – p. 12, l. 2; FIG. 1: 50 and 60), the method comprising:

generating a wagering game via a gaming interface by running a game logic process that includes the game rules necessary to generate a wagering game (p. 6, ll. 14-16; p. 10, ll. 15-17), and by running a game display process that includes audiovisual functionality necessary to generate the wagering game and that writes to the gaming interface display screen of the gaming platform in the gaming device (p. 6, ll. 16-18; p. 10, ll. 9-14);

displaying the wagering game on the display screen (p. 6, ll. 4-6; p. 10, ll. 5-8; FIG. 1: 40);

enabling a player to interact with the wagering game through the gaming interface that is incorporated into the gaming interface display screen of the gaming platform (p. 8, ll. 20-23, FIG. 1: 30);

generating a systems interface by running a systems logic process that provides access to non-gaming system information on a system network through the gaming platform and that writes to the gaming interface display screen of the gaming platform, wherein the systems logic process is

maintained as a separate process from the game display process (p. 8, l. 26 – p. 9, l. 2; p. 16, ll. 8-12; FIG. 1: 20);

enabling activation of a player services interface, wherein insertion of an authorized player identification card, upon which only identification data is embedded, into the card reader activates the player services interface in the gaming interface display screen which provides a player access to service features by accessing non-gaming system information in a system network through the gaming platform (p. 5, ll. 4-12; p. 16, ll. 30-32; FIG. 6: 20); and

enabling activation of an employee systems interface, wherein insertion of an authorized employee identification card, upon which only identification data is embedded, into the card reader activates the employee systems interface in the gaming interface display screen of the gaming platform which provides an employee access to non-gaming system information in a system network through the gaming platform (p. 5, ll. 4-12; p. 6, ll. 8-11; FIG. 7: 20); and

wherein the systems interface utilizes the gaming platform to produce enhanced system request capabilities with enhanced graphics and animation for enabling interactions with the system network (p. 17, l. 30 1– p. 18, l. 23).

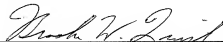
CONCLUSION

The Commissioner is hereby authorized to charge the fees indicated in the Fee Transmittal, any additional fee(s) or underpayment of fee(s) under 37 CFR 1.16 and 1.17, or to credit any overpayments, to Deposit Account No. 194293, Deposit Account Name STEPTOE & JOHNSON LLP.

Should the Examiner have any questions concerning the foregoing, the Examiner is invited to telephone the undersigned attorney at (310) 734-3200. The undersigned attorney can normally be reached Monday through Friday from about 9:00 AM to 6:00 PM Pacific Time.

Respectfully submitted,

Date: May 17, 2010



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